

# GAMMA GOBLINS



BY TONY AND BENNY NGO • A PRODUCT OF SIRIUS SOFTWARE, INC.

# **GAMMA GOBLINS**

## **RNA MESSAGE FROM THE I.V. LEAGUE: CHAMBER OF THE SUPERIOR VENA CAVA:**

Prescribing an exploratory operation (codename:BLUE) into the circulatory system. Purpose: to establish Luko sites and travel arteries for delivery of whole blood to Hemophilia. Feverish attacks from the infectious GAMMA GOBLINS are symptomatic for the area. This operation needs strong-hearted volunteers. Intensive care will be necessary to avoid shots from the hyperdermics and the powerful side effects expected during the trip back to Anemia.

Presently only seven vessels are available due to an iron deficiency. The plasma ray guns are installed, but the plasma fuel is limited. However, transfusions are available at the nurse's station. Volunteers please coagulate at the terminal immediately.

## **TO START THE MISSION:**

Insert the GAMMA GOBLINS diskette in drive #1 and boot as you normally do (no need for a "BASICS" diskette). After approximately 3.8 seconds you will be presented with the logo. Press the space bar to start. Use paddle 0 to steer and the paddle button to fire.

## **INFORMATION FOR VOLUNTEERS:**

The endocrine system reports encountering several types of GAMMA GOBLINS. Early diagnosis shows them led by the degenerate and ill-reputed Dr. Ngo. Even though you may fail, your efforts will not be in vein. We will be sympathetic and donations will be made to your blood bank based on the following pint schedule:

## THE PINT SCHEDULE:



HYPERDERMICS . . . . . 20 PINTS

VIROIDS . . . . . 40 PINTS



CRASH CARTS . . . . . 50 PINTS

CORPUSCLES . . . . . 60 PINTS



LYMPHOIDS . . . . . 80 PINTS

NURSES STATION . . . 400 PINTS



CARDIACS . . . . . 20 PINTS  
OR MORE

Upon arriving at the Nurse's Station, you will need to gain their attention. A direct hit into the lower orifice should suffice. Transfusion will then occur automatically. After delivery to Hemophilia you must report back to Anemia base.

## IMPORTANT:

This diskette, when booted, will do a quick test of itself and your Apple. This assures that the load of the game is exact. Failing the test results in a "beep" and an attempt at rebooting will occur. If after the attempt to reboot the game is still not running then you have one of the following problems: 1) the disk drive is out of adjustment 2) there is bad RAM in the Apple 3) you have a bad diskette. Try the diskette on a different Apple to eliminate the possibility of a bad diskette. (We test all our products individually prior to shipment; however, a duplicate of the game is on the backside of the disk just in case.)

**Sirius Software Replacement Policy:** Sirius Software will replace any defective disk with a new one for \$10.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the U.S.A., please include enough additional funds to cover return postage. The original disk must be returned to us for replacement.

# Other Great Sirius Software Products

## E-Z Draw 3.3

E-Z DRAW is the software that started it all . . . the poor man's graphic tablet. But now it has been updated to 3.3 DOS and completely rewritten for the professional user. E-Z DRAW now includes the powerful HIGHER TEXT character generator written by Ron and Darrel Aldrich. With our new routines the fonts or any part of the picture can be flipped upside down, slanted left or right, rotated 90 or 180 degrees, mirrored or any combination of the above. Also the fonts or parts of the screen can be expanded in width or height, or compressed in height or width. You can mix portions of pictures together, or save only a portion of the screen on disk. Now fully keyboard controlled for better accuracy. Professional documentation and 20 different and imaginative type styles included. Also included are commands to print the hi-res screen on the Trendcom or Silentype printers.

## Cyber Strike

CYBER STRIKE . . . An adventure in space with a full 48K of assembly language programming with animation and 3-D effects you haven't seen before. MIND BOGGLING! Everyone said a game like this wasn't possible on the Apple II, but we did it. Also includes a real time clock (software implemented) and several levels of play. WARNING . . . THIS GAME REQUIRES PRACTICE TO PLAY SUCCESSFULLY! Uses either 13 or 16 sector Apple II, II+, or III.

## Star Cruiser

STARCRUISER is a fast action arcade game that can be played by ages 3 and up. Softalk magazine rates this one number three in its first month of release . . . need we say more?

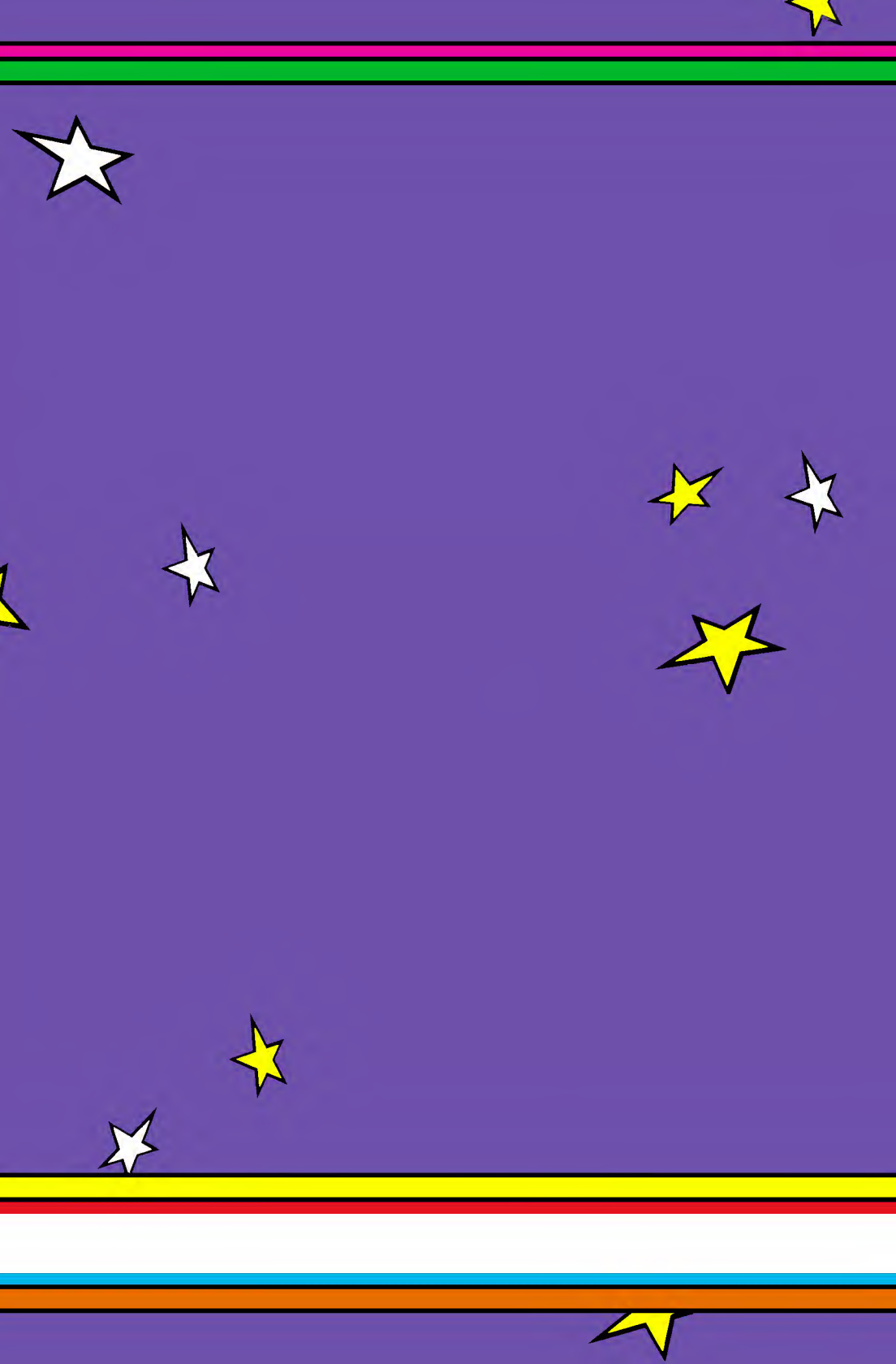
## Phantoms Five

An action-packed arcade-style game for the Apple II Computer, PHANTOMS FIVE simulates a fighter-bomber mission in real time three dimensional color graphics. While you try to make your bombing run you have to avoid being hit by anti-aircraft fire, and you have to fight off enemy aircraft as well. With five levels of play there is plenty of action for the novice as well as the advanced player. Uses the game paddle and either 13 or 16 sector Apple II or Apple II+ with 48K.

## Both Barrels

This package features two games: HIGH NOON and DUCK HUNT. Fun for the very young and the young at heart . . . you'll love the bad guy that falls off the roof and the dogs fighting over the ducks.

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Programmed By Tony And Benny Ngo  
Assembly Language (48K)

Requires An Apple II Or Apple II+ Computer  
Boots Directly With Either 13 Or 16 Sector Controller

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